AGES 10-ADULT • HISTORY

The Learning Company®

THE OREGON TRAIL® 3RD EDITION

PIONEER ADVENTURES™

#1 CURRICULUM SOFTWARE • TOP SELLING • USED IN SCHOOLS

The Oregon Trail® 3rd Edition: Pioneer Adventures

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If you have problems running the program, try cleaning the CD. Gently remove any fingerprints and dust by using a clean, soft, lint-free cloth dampened with water or a CD-cleaning solution. Avoid using materials such as tissue, which may scratch the CD.

For troubleshooting information related to installing or starting the program, see the README file on the CD.

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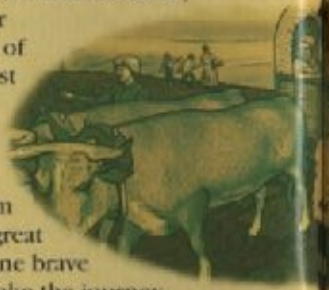
The Real Oregon Trail

The year is 1848....

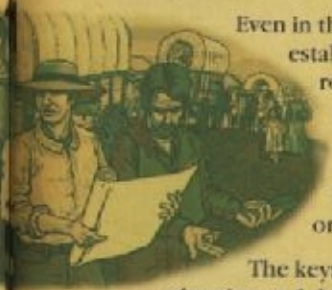
Perhaps you are a farmer from New England, or a teacher from Alabama, or a freed slave from Virginia. No matter what your background, you are consumed with the prospect of an incredible opportunity: the chance to move West and start a new life.



You have heard stories about people who have already traveled the Oregon Trail. Young and old, rich and poor, individuals and families—people from all walks of life—have been embarking upon this great journey. The reason? Free, fertile farmland for anyone brave enough to make the trip. And now you want to make the journey yourself!

It had all started about 50 years before. Over the first half of the nineteenth century, the United States acquired most of the land west of the Mississippi River from France, Great Britain, and other countries. (None of these countries acknowledged the rights of the Native Americans, who had occupied the land for countless centuries.) At first, only a few hardy fur trappers and mountain men went West. But then, in 1836, a small group of missionaries traveled all the way to present-day Oregon, proving that the trip could be made by entire

families. In 1842, a man named John Frémont made a map of the Oregon Trail, and emigrants began traveling the route in large numbers. Over the next six years, about 15,000 people headed West. In 1849, gold was discovered in California and 30,000 fortune hunters took to the trail. By the early 1860s, when the migration died down, more than 300,000 people had moved West on the Oregon Trail.



Even in the later years, when forts and general stores had been established, the trip was exhausting and dangerous. The rough trail made riding in a wagon so bumpy that most people walked the entire 2,000 miles. There were raging rivers to cross and buffalo stampedes to avoid. The weather could be unbearably hot or brutally cold. Life-threatening diseases like cholera or influenza could strike at any time.

The keys to overcoming the challenges of the trail were good planning and decision-making: With whom should you travel? What supplies should you bring along? Which way should you go when you reach a fork in the trail? What can you do to keep yourself and your companions in good spirits?

The world will probably never again see such a massive, voluntary migration. But for more than 25 years now, kids of all ages have used a marvelous computer program called *The Oregon Trail* to experience the adventures and dangers of this exciting period of American history. We hope you'll agree that this new edition is the best *Oregon Trail* ever. Happy trails to you!

Installation and Start-up

Hardware Requirements

Microsoft® Windows® 95: Pentium, 90 MHz or faster; 16 MB RAM, 4x CD-ROM drive.

Macintosh®: PowerPC, 16 MB RAM, 4x CD-ROM drive.

1. Insert CD 1 in the CD-ROM drive.
2. **Windows 95:** Click on the Install button.

   Macintosh: Click on the Installer icon.
3. Follow the onscreen instructions until the installation is complete.
4. Start the program:

   Windows 95: From the Start menu, choose Programs > The Learning Company > Oregon Trail 3> Oregon Trail 3.

   Macintosh: On your hard disk, open the Oregon Trail 3 folder icon and double-click on the Oregon Trail 3 application icon.

5. Choose a level of difficulty:

Beginner: You manage the people and supplies in your wagon. There are no forks in the trail; the program picks the best route for you. This might be your best choice the first time or two you play.

Challenger: You manage the people and supplies in your wagon. There are forks in the trail; you'll have to consult the map to decide which way to go.

Expert: You manage the people and supplies in your wagon, but you have more decisions to make than at the Beginner or Challenger levels. There are forks in the trail.

A Few Words about How to Play

The first thing you'll have to do is choose a level of difficulty. The three options are described on page 5.

Next, you'll see the game's first landmark: Independence, Missouri. At most landmarks, you will encounter several people. Just click on them to hear what they have to say. Also, note that many landmarks have more than one scene. To move around, point at the edge of the screen and click.

Using the Tool Bar

You'll notice that *The Oregon Trail 3rd Edition* does not have any menus. Options like adjusting the sound and saving your game are located in the tool bar. To open the tool bar, click on the **skull**.

Quit. This ends your game. The program will ask if you want to save your game before you quit.

Settle. This ends your game before you reach Oregon City. You'll get a report on how well you did. Choose Settle when you want to end your game and not restart it later.

Turn **music**, **sound effects**, and **captions** on and off. (Captions are printed versions of words spoken by the people you meet.)

Save your game. It's a good idea to save every time you reach a landmark. That way, you can restart from any point.

Check the **guidebook**. It provides useful information on just about everything you're likely to see along the trail.

Two Big Tips for Success

1. You won't be traveling alone; there will be up to four other people in your wagon. They will have skills and personalities that may be helpful or damaging to your chances of success. In Independence, you will decide which people to take with you. Choose wisely.
2. The key to doing well is making good decisions. When you are not sure what to do, you can consult your guidebook.

Arriving in Independence

Independence, Missouri, was the most popular jumping-off point for pioneers. The town was founded in 1827 near the confluence of the Missouri and Mississippi Rivers.

In the game, you arrive in Independence by yourself. You'll choose up to four people to be in your personal wagon. It's very important to choose people who have skills you think will be helpful along the trail and with whom you will enjoy traveling. There are three ways to choose wagon party members:

- **Visit the hotel** (see pages 10–11). There, you choose up to four people by talking with them. This takes a little longer than the other start-up options, but it may be your best choice the first few times you play. The skills and personalities of the people you take with you will have a big impact on the game, so it's a good idea to get to know them. You'll also need to go to the general store to buy supplies (see pages 12–13).
- Pick **Form a Wagon Party**. You choose up to four people from a list of eight, but you don't get a chance to talk with them. This is a good choice when you've played the game a few times and know the people. You'll also need to go to the general store to buy supplies.
- Pick **Join a Wagon**. The program chooses four people for you. This is the quickest way to get going on the trail, but you may end up with people with whom you'd rather not travel. With Join a Wagon, you also get a basic set of supplies, but you can still visit the general store if you like.

Well, now! Look here! Another greenhorn pioneer all set to head out on the trail! Nice to meet you!
Click to move right.
Join a Wagon.
Hotel Ua
Form a Wagon Party.
Visit the hotel.
This wheel appears after you have chosen wagon party members and acquired supplies. Click on it when you're ready to set out on the trail.
Open the tool bar.

Choosing People to Go with You

Pioneers didn't usually set out on the trail by themselves. They would organize wagon trains when they arrived in Independence. The number of wagons in a train ranged from just two or three on up to 50 or more.

You'll travel with several other wagons. You won't see them while you're moving, but you can talk to the people in them when you stop to rest.

When you have chosen your wagon party members, the program displays a contract. The contract lets you do three things: confirm your choices in people, decide in which month to depart, and choose your occupation. These are important decisions!

Click left or right to find people in the other rooms.
Click on the Contract to see a list of who's in the hotel or to choose people without talking with them.
If you leave in March or April, the weather might be cold at the start of your trip. But if you leave in May, you might get stuck in the Rockies in the winter!
Your occupation determines how much money you have and the skills you'll have on the trail.
You can choose to go with 1, 2, 3, or 4 other people. The more, the merrier!
Wagon Party Contract
Independence, Missouri
We agree to share our money, supplies, and talents to travel in a covered wagon to Oregon City, leaving Independence in May, 1848.
Daneborg Jones
Teacher
Fabiola Turner (midwife)
Jeff Goldsmith (farmer)
Juliet Simms (nurse)
Nick Tilman (merchant)
Randall Morgan (prospector)
Sally Goldsmith (farmer)
Accept
Decline
Check Supplies

Outfitting Your Wagon

In the early years of the Oregon Trail, there were very few general stores along the way. Pioneers had to make sure they brought along everything they would need for the entire journey—and for their new life in the West. By 1848, more stores had sprung up. Still, pioneers had to travel several hundred miles between places to shop. And the farther west they went, the more expensive things became.

You'll want to think carefully about what to buy. The easiest way to start is to buy one of the package deals. Then, buy extra food, clothing, or whatever you think will be important.

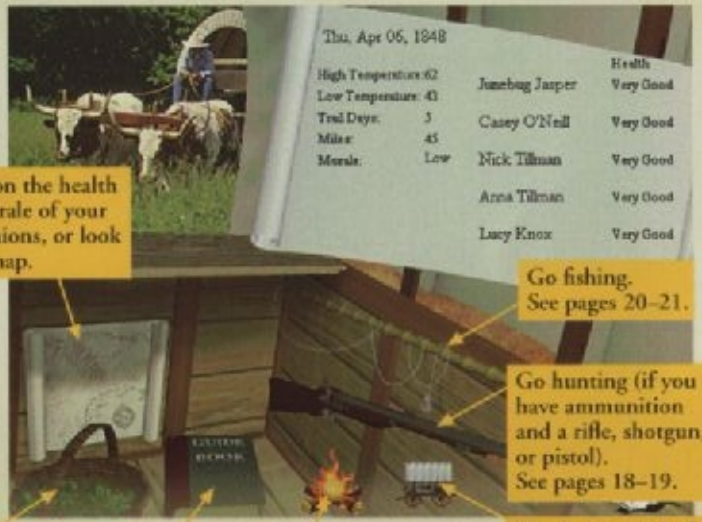
1. Choose a type of supplies, such as package deals, clothing, food, or medicines.
2. Click on the arrows to change the number you want to buy.
3. Scroll up and down to see more items.
4. Click on **Buy It!**
5. Choose another category or click **Done.**

On the Trail: Keeping Up Morale

Every night, wagon trains would circle the wagons. They didn't do this to protect themselves against Indian attacks; indeed, attacks by the native peoples were extremely rare. Instead, they formed circles to enclose their animals so they wouldn't run off in the night.

Folks would get up at sunrise, eat breakfast, and head out on the trail. They would stop for a midday meal and then continue on until shortly before dark. In the game, these stops happen automatically; you won't see them. But it's a good idea to stop occasionally and take longer rests. That will give you a chance to improve your health and talk to your companions.

Of course, it was essential for people to stay healthy. But it was also important for people to have high morale—to be happy. Just imagine that you were walking all the way from Missouri to Oregon. What would you do to keep you and your companions happy?



Check on the health and morale of your companions, or look at the map.

Go fishing. See pages 20–21.

Go hunting (if you have ammunition and a rifle, shotgun, or pistol). See pages 18–19.

Stop to gather some edible plants. See pages 22–23.

Look in the guidebook.

Stop to rest and talk with your companions.

Check or get rid of some of your supplies, or change your pace or rations. See pages 16–17.

On the Trail: Pace, Rations, Supplies

It was very important for travelers to carry enough supplies, not only for their long trip but also to start their new life in the West.

If a thief comes in the night, or if you tip your wagon at a river crossing, it's a good idea to check your supplies. You'll want to find out if you've lost any important items.

You can set your **pace** to Steady (traveling 8 hours per day), Strenuous (10 hours per day), or Grueling (12 hours per day). The longer you travel each day, the more likely you are to get sick or hurt. But don't dawdle, or you may get stuck in the Rocky Mountains in the winter!

You can set your **rations** to Bare Bones, Average, or Filling. The more you eat, the happier and healthier you'll be. But be careful not to run out of food!

Sometimes, the wagons became too heavy for the oxen to pull, and folks had to **dump** some of their supplies along the trail. This happened most often where there were big hills or mountains to climb. If you have to get rid of some supplies, be very careful about what you choose to dump. What would you rather keep —a spare wagon wheel or a sack of flour? A keg of gunpowder or a slab of ham?

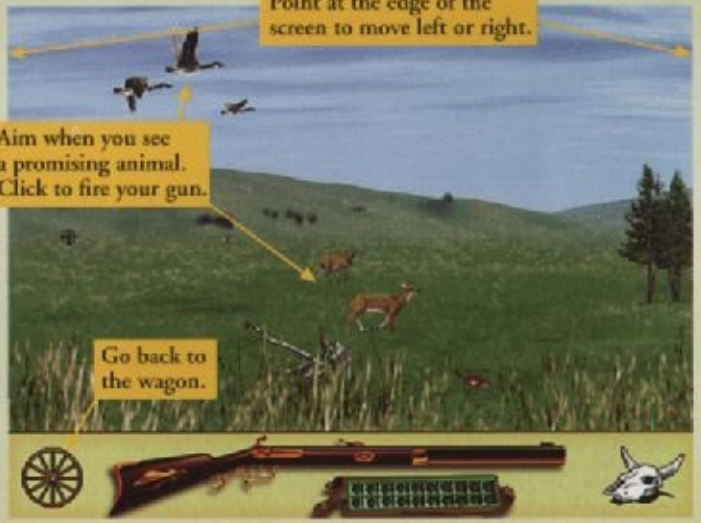
Hunting

Good hunting skills saved many a starving emigrant's life on the grueling trail. Successful hunting also added variety to the travelers' diets. Coffee, bacon, and bread got very tiresome week after week. The abundance and type of game varied with the terrain, but emigrants generally had a choice of small game, buffalo, deer, pronghorn, and bear.

To go hunting, click on the rifle in your wagon. (If you don't have a rifle, shotgun, or pistol, you'll have to buy or trade for one.) You might encounter any of a dozen kinds of animals. Consult your guidebook for information about them.

- Hunting in *The Oregon Trail 3rd Edition* is similar to hunting in real life: it's easier to hit an animal at close range than from a distance; large animals are easier targets than small ones (and provide more meat); and shooting carelessly will scare animals away.
- The type of gun you use and the amount of ammunition you have are based on your wagon's supplies. Take care not to run out of ammunition. It might be a long way to the next store.

- Certain times of the year are better for hunting than others, and different animals live in different types of terrain. When do you think you'd be most likely to see a bear?
- Be careful loading and handling your gun. Accidents can happen!


Point at the edge of the screen to move left or right.
Aim when you see a promising animal. Click to fire your gun.
Go back to the wagon.

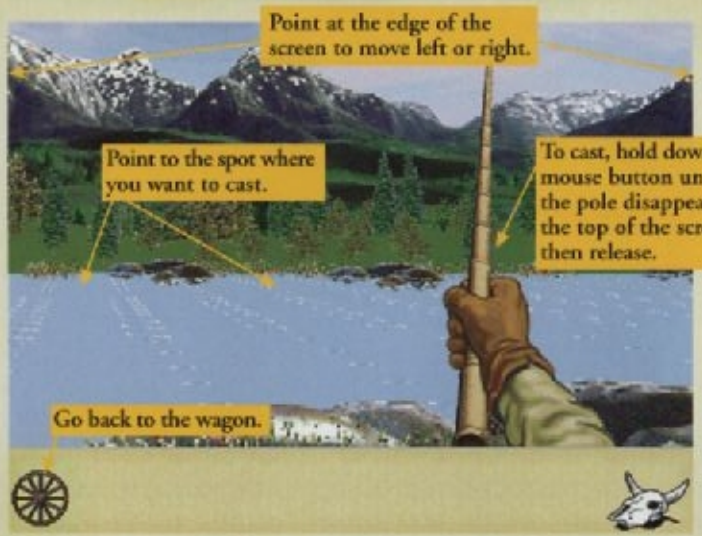
Fishing

Fishing was another way that pioneers added fresh meat to their diets. People who weren't good anglers themselves often traded for fish with Native Americans along the way.

An expert angler like yourself can catch trout, catfish, salmon, bass, or walleye—depending on your location along the trail.

To go fishing, click on the fishing pole in your wagon. (If you don't have a fishing pole, you'll have to buy or trade for one.)

- Be sure to note your location before you go fishing. If you try to fish in the desert, for example, you probably won't find a stream and you'll lose a day of travel.
- If you aren't catching anything, try another part of the river.
- If you catch a fish, you'll see a message about the type and how much it weighs. The guidebook is a handy reference for more information.


Point at the edge of the screen to move left or right.
Point to the spot where you want to cast.
To cast, hold down the mouse button until the pole disappears at the top of the screen; then release.
Go back to the wagon.

Gathering Plants

Emigrants did not have the luxury of eating fresh fruits and vegetables every day. They carried dried apples and other fruit, and they gathered whatever fresh foods they could find to supplement their diets. Fresh berries, currants, and nuts helped spice up an otherwise boring diet.

To gather plants, click on the basket in your wagon.

- Finding edible plants along the trail will increase your food supply and improve your health. Almost as important, it will also improve the morale of your traveling companions. People don't really enjoy eating the same old thing all the time; they like a little variety!
- Make sure you know what you're eating! Some plants are poisonous; you'll get sick or die if you eat them. So, use your trusty guidebook to look up any plant you're not sure about.
- The kinds of plants you come across will vary by region and season. For example, huckleberries grow in the mountains. What time of year do you think the berries will be ripe?

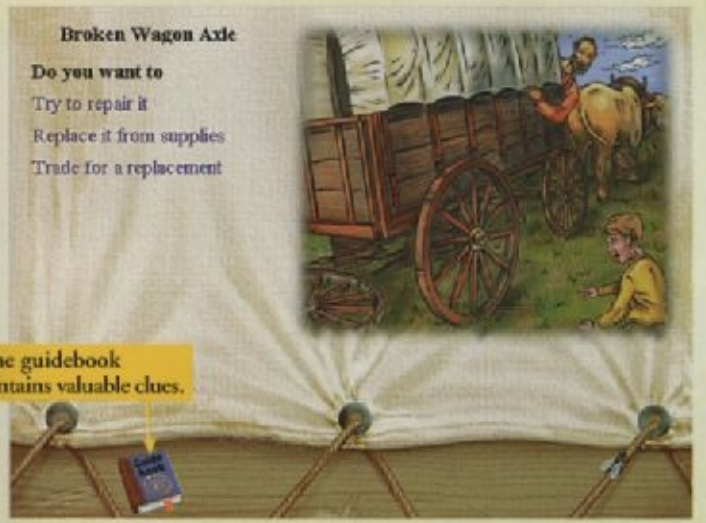
These are the plants you found. Make sure you throw away any poisonous ones.
LOOK IT UP
THROW IT OUT
KEEP IT
DONE
Look it up if you're not sure you should eat it.
Throw it out if you think it's poisonous.
Keep it if you know it's OK to eat.

Events

Emigrants could never predict what might happen next—a hail storm … a buffalo stampede … an outbreak of measles … and every so often, something good!

The Oregon Trail 3rd Edition is packed with over 100 events that were likely to happen to people on the real trail. How you react to these events will have a big impact on the outcome of your game.

- The different skills of your wagon party members have an effect on what happens along the trail. For example, if you have a doctor in your wagon, you're less likely to get sick and quicker to heal. If you have a farmer, he or she will know how to treat a sick animal.
- If you're not sure what to do, you can consult your guidebook.
- Consider your overall situation. For example, resting might help a sick member of your party. However, if you're low on food, resting might not be a good idea. Go hunting and then rest? Now you're thinking!


Broken Wagon Axle
Do you want to
Try to repair it
Replace it from supplies
Trade for a replacement
The guidebook contains valuable clues.

Landmarks and Trading

The early Oregon Trail was poorly marked, and there were few places for travelers to stop and buy supplies. By 1848, however, forts and trading posts had been established, and the well-worn trail followed recognizable landmarks such as Chimney Rock and Soda Springs. You can visit these landmarks even today.

There are over 50 landmarks—natural features, towns, forts, and trading posts—in *The Oregon Trail 3rd Edition*.

- Be prepared to make decisions at landmarks. Should you rest or continue? Do you need anything from the general store?
- The people you meet at landmarks can offer valuable information, and you can trade with them. But be careful! Some people may give you bad advice or even try to cheat you!
- Consult your guidebook for interesting facts about the landmark you are visiting. You may pick up some valuable tips about the trail ahead.

Crossing Rivers

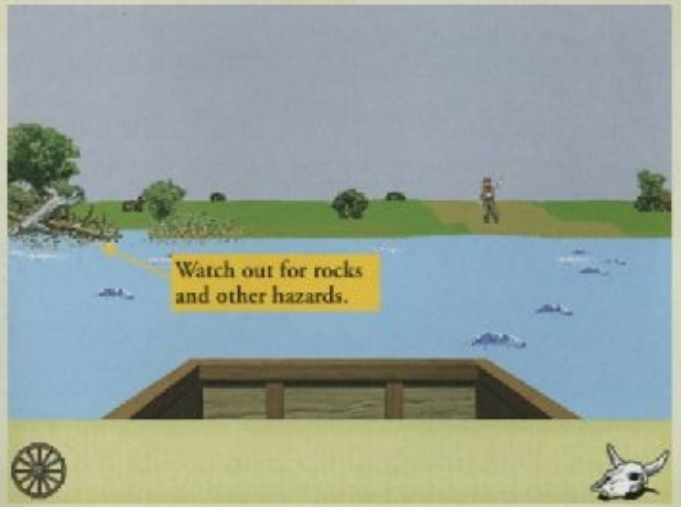
River crossings were a common occurrence along the Oregon Trail. In fact, much of the trail followed the path of rivers, which were important sources of drinking water for the emigrants and their animals.

Near the end of their long, grueling trip, pioneers were faced with a difficult decision: Should they take the Barlow Toll Road—a safe but time-consuming trail—or should they raft down the Columbia River—a dangerous but speedy trip? You'll face that same decision yourself!

When you arrive at a river, you'll get a list of options for crossing. Choose the crossing method that best suits the condition of the river, your budget, and your schedule.

To make an informed decision, you'll want to click on the **Check the River Conditions** option. Information on the depth, width, and status of the river is shown in the panel at the bottom of your screen. The guidebook offers advice about the best methods for crossing different types of rivers.

Whether you're crossing rivers or rafting down the Columbia, watch out for rocks, rapids, and whirlpools. At river crossings, steer wide so the current doesn't pull you into a hazard.



Ending the Game

At first, land in the Oregon Territory was up for grabs. The Donation Land Act, established in 1850, provided some order. Male citizens could claim up to 320 acres at no cost, and married couples twice as much. To keep the land, settlers were required to live on it for at least four years.

With a little luck—and a lot of skill—you should make it to Oregon City about five or six months after you leave Independence. (That's computer time, not real time!) Your reward—the amount of land and type of house you get—is based on what happens along the trail. The most important factor is getting all your wagon party members to Oregon alive. Other factors include your health, the amount of money and supplies you have, and your occupation. Skills useful in settling the new land, such as teaching or farming, are more valuable than skills like banking.

If you want to end your game before you reach Oregon City, click on the **Settle** button on the tool bar. This truly does end your game; you won't be able to pick up stakes and continue to Oregon City. This is a good option if you don't have time for a longer game.

If you decide to stop playing for a while, click on the **Quit** button, and save your game. Later, you can start up again right where you left off; just choose the Saved Game option from the title screen.

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A special thanks to the following for their expertise in Native American languages: Debbie Echo Hawk, Pawnee, OK—Pawnee; Brian Bull, Minneapolis, MN—Nez Perce; Alonzo Moss Sr., Ethete, WY—Arapaho; Jeanine Standing Bear, Minneapolis, MN—Lakota; Cultural Resource Center, Yakima Reservation, Toppenish, WA

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Every program from The Learning Company undergoes extensive research and testing, with input from education professionals, parents, and children. Each product features a precise balance of educational content and entertainment value. So your child has fun while learning!

How do we do it? Enchanting characters. Challenging situations. Rich game environments. State-of-the-art graphics and sound. Progressive skill levels and game segments that can be customized to meet your child's individual needs.

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